



Bard 1
CLASS & LEVEL

Wood Elf
RACE/ANCESTRY/HERITAGE

Entertainer
BACKGROUND

STR
-1
8

+2 PROFICIENCY
BONUS

SAVING THROWS

-1 Strength Saves
+5 Dexterity Saves *
+1 Constitution Saves
+1 Intelligence Saves
+0 Wisdom Saves
+4 Charisma Saves *
* Prof. bonus added

DEX
+3
16

CON
+1
13

INT
+1
12

WIS
+0
11

CHA
+2
15

ARMOR
CLASS
(AC) INITIATIVE
14 +3 35 ft.

Armor Worn: leather armor

HIT POINTS HIT DICE
9 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft. *Hit*: 1d8+3 piercing damage.

Dagger (offhand, two-weapon fighting as bonus action). *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Vicious Mockery Cantrip. *Ranged Spell Attack*: Target within 60 feet that can hear you must make a DC 12 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

CLASS

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (2 uses per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Blade Ward*,
Vicious Mockery

Prepared Spells

1st Level (2 slots): *Detect Magic*, *Cure Wounds*, *Healing Word*, *Comprehend Languages*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), rapier, dagger, entertainer's pack (backpack, a bedroll, 2 costumes, 5 candles, 5 days' rations, a waterskin, disguise kit), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 68 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 7 gold pieces (gp); 50 silver pieces (sp); 28 copper pieces (cp); 3 gems (worth 10 gp each)

Entertainer Background [PHB p. 130]

- **Feature**: By Popular Demand.
- **Traits**: Parent was famous artist. Honest nature.
- **Ideal**: Does it for the fans.
- **Bond**: Idolizes famous hero.
- **Flaw**: Forgets words when drunk.

PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons, hand crossbow, longbow, longsword, rapier, shortbow, shortsword

Tools: disguise kit, musical instrument (flute), musical instrument (lute), musical instrument (lyre)

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Perception, Performance, Persuasion, Sleight of Hand, Stealth

Languages: Common, Elvish

RACE

Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 212 years old
- Medium Size (5' 0", 124 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)